**Game Critique Template**

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| *Overview* | *Description* | | |
| Title |  | | |
| Concept | *What is the overall goal of the game? What does the player have to do to succeed? To Win/lose?*  Example(s): To crush your opponent at all costs; (2) To form alliances with rivals | | |
| Learning Objectives *(explicit or implicit)* | Example(s): To demonstrate mastery at chemical equations; (2) To demonstrate the ability to resolve conflict | | |
| Assessment *(explicit or implicit)* | Most likely related to learning objectives, content, and values and skills. Game may emphasize higher-level thinking skills, lower-level thinking skills or a combination. Consider also Rice, 2007 index.  Example(s): Leveling-up, Beating the “Boss” | | |
| Content *(explicit or implicit)* | Example(s): Insect life cycles, equilibrium, function of money | | |
| Values & Skills *(explicit or implicit)* | Example(s): cooperation, social justice, initiative | | |
| Game Method/Style | Example(s):  Adventure Game (player moves through virtual world), puzzle game (tetris, bejeweled), role-playing game (player assumes role of a person or creature, such as Dungeons & Dragons), strategy game (player’s strategy drives the game – like The Sims or Electrocity), sports game (golf, soccer, football, etc…), first-person shooter (player navigates world from first-person view), Third-person shooter (player navigates world from third-person view – can see their character on screen/board) more, etc… (Oblinger, 2006). | | |
| Audience | Example(s): children, adults, seniors, teens, males, female, mom, dad, teacher student, etc…) | | |
| Platform |  | | |
| Publisher |  | | |
| Developer |  | | |
| Release Date |  | | |
| *Design Aspects* | *High* | *Average* | *Low* |
| Graphics & Sound |  |  |  |
| Playability |  |  |  |
| Entertainment |  |  |  |
| Replay Value |  |  |  |

The above criteria were adapted from: Rice, 2007; Oblinger, 2006, and Game Informer Magazine